

GET EA CHEAT CODES AND GAME HINTS

Register your game online at
www.eagamereg.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

14976

IT'S EASY. IT'S FAST. IT'S WORTH IT!



Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

Mailing Address: Electronic Arts Technical Support
P.O. Box 9025
Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In **Australia:** For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10am to 8pm. If you are under 18 years of age parental consent required.

Proof of Purchase
The Godfather™ Mob Wars
1497605



Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.
© 2006 Electronic Arts Inc. Electronic Arts, EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved.



The
Godfather™
MOB WARS



A VIACOM COMPANY

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

"PlayStation" and the "PS" Family logo are registered trademarks and "PSP" and "UMD" are trademarks of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

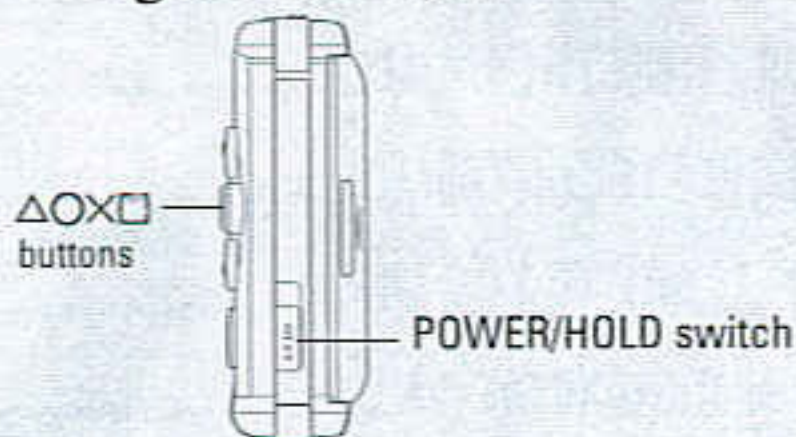
CONTENTS

GETTING STARTED.....	2
STARTING THE GAME.....	3
COMPLETE CONTROLS.....	3
WELCOME TO THE FAMILY.....	4
BLACKHAND CONTROL.....	4
RESPECT.....	6
GAME SCREEN.....	7
MOB WARS.....	7
STORY MODE.....	10
CAREER PROGRESS.....	10
RACKETS AND BUSINESSES.....	11
THE FIVE FAMILIES: PROFILES IN CRIME.....	12
LIMITED 90-DAY WARRANTY.....	13

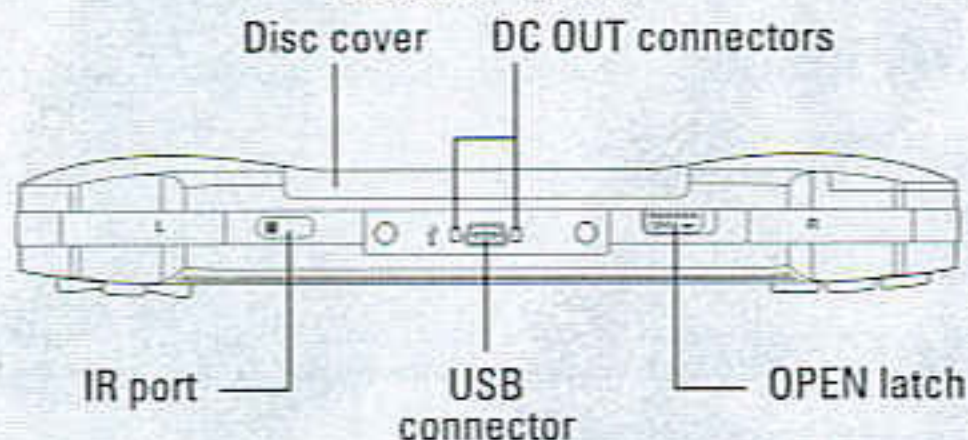
CHECK OUT EA™ ONLINE AT WWW.EA.COM.

GETTING STARTED

Right Side View



Front View



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *The Godfather™ Mob Wars* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the \times button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

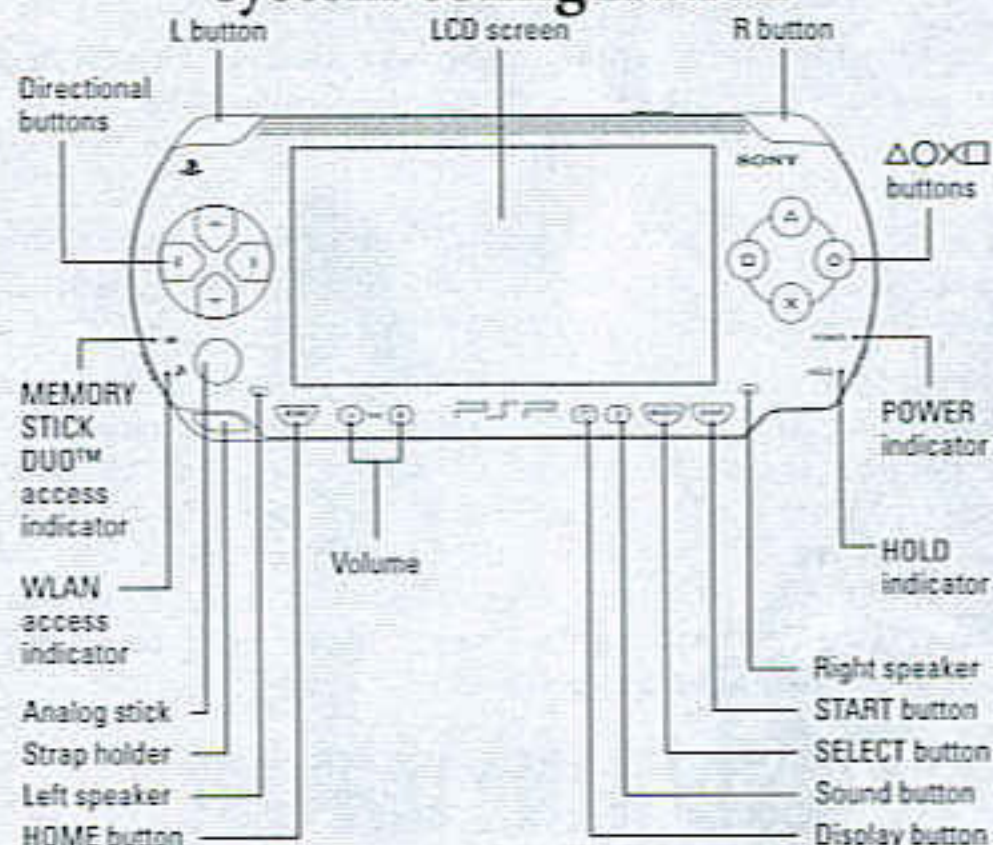
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING THE GAME

PSP® (PlayStation®Portable) system configuration



COMPLETE CONTROLS

Move/Precision targeting (when locked-on to target)	Analog stick
Move camera	R button + Analog stick
Center camera	R button (tap)
Reveal/Conceal weapon	D-button \uparrow / D-button \downarrow
Reload	D-button \uparrow
Switch weapon	D-button \leftrightarrow
Lock-on target	L button (hold)
Switch lock-on target	L button (tap)
Fire weapon/Throw explosive	\times button
Free-aim targeting	R button
Talk/Action	\triangle button
Sprint	\triangle button (tap repeatedly)
Wall cover	\circ button
Vault over object	\triangle button
Execute	\square button (when available)
Pause menu (see p. 10)	START button
Objectives	SELECT button

NOTE: For information on BlackHand Control, see p. 4.

WELCOME TO THE FAMILY

After a life of small-time crime, you've been accepted into America's most powerful criminal organization—the Corleone Family. Now you must earn respect and rise through the ranks of the New York City underworld.


As a member of the Corleone Family, it's up to you to make a name for yourself in the battle to rule the city and dominate the other NY families (Tattaglia, Stracci, Cuneo, and Barzini).

To take control of New York City, you must overpower and outsmart your rivals in two action-packed, and interconnected, game modes—your progress in one mode benefits you in the other. Undertake missions in Story mode and play out some of the most memorable scenes from the *The Godfather*. In the PSP-exclusive Mob Wars strategy mode, play your cards right and you'll gain the territory and respect you need to get ahead. You must complete both modes if you want a shot at becoming the Don of NYC.

BLACKHAND CONTROL





If you want to rise through the ranks of the Family, you have to know how to get what you want out of people. In *The Godfather Mob Wars*, you do this through BlackHand Control. The first thing you must do to interact with any person or object in the world is target them.

Targeting


Targeting is how you select someone to talk to...or shoot. When you walk around, notice that some people have a  over their heads and a circle under their feet. Press and hold the L button to target and lock-on to that person. The circle under them pulsates while you've got a lock.

☒ **Target switching:** To lock-on to the next closest target, release the L button then press and hold it again.

Hand-to-Hand

After locking-on to somebody, you can rough him up a bit—or a lot. Sometimes just the threat of punching somebody can get the job done. Hold the  button to pull your fist back. If the chump still doesn't scare and you need to actually hit him, press the  button for a **quick attack**, or press and hold the  button then quickly press the  button for a **power attack**.



While still holding the L button, press and hold the R button to **grab** the person. Then, continue to knock some sense into him, or knock him senseless.

NOTE: When you are right next to an injured enemy you sometimes see an "execute" message. Press the  button to finish the chump off quickly.

Grab Moves (press and hold the L button + the R button)

Other moves you can perform when you have somebody in a grab include:

Strangle

Press and hold the D-button  plus the  button. Watch the life drain out of them as you finish them or let go to grant them a last-second reprieve.

Drag

Press the Analog stick.


Swing

Press and hold the  button and press the Analog stick .




Lift to feet

Press the Analog stick  to bring a kneeling enemy to his feet.

Slam

Maneuver (drag) your enemy up against a wall or other object then press and hold the  button and press the Analog stick in the direction of the wall or object.

Throw over ledge

Maneuver your enemy up against an object (railing, window, fireplace, etc.) and press and hold the  button and press the Analog stick  to hold the target over the object. Then press the Analog stick  again to throw the enemy over/into the object.

Garrote

Equip your garrote, sneak behind your enemy, and then press and hold the L button and the R button just like a grab. It's quiet and quick.

Face-to-Face



You want information, you gotta talk to people. Engage anybody in conversation by walking up to them and pressing the  button. Keep an eye out for people with **puppeteer hands** over their heads. These people have important information for you.

You can try to influence certain people with puppeteer hands over their heads by extorting or bribing them. Keep an eye on the **pressure meter** to gauge their reaction to you. Too little pressure and they won't give you the respect you deserve, not to mention whatever you're after. Too much pressure and you'll have one of two things on your hands—a fight or a dead body.

Pressure Meter



Payday

Before you make any moves, see what Rackets you Own, their Value, income Bonus multipliers for owning multiple operations in a rackets category, which of your territories have been the target of Police Raids, your weekly Total Income, and how much money you have in the bank.

Draw Cards

Press the **Ⓚ** button to select/deselect a card to discard, then press the **ⓧ** button to replace the selected cards and fill any empty card slots. You get one card for each of the five racket types that you own. Owning three territories of the same racket type earns you up to two bonus cards.

Note that each card costs a certain amount of money to play. You play your cards in the Negotiation phase of the game.

Recruiting

Assign mobsters to defend territories that are under Corleone control. You can only assign one mobster to a territory, so choose a territory that doesn't already have a blue mobster icon.

When recruiting a mobster, you have three types to choose from, each with their own price: Outsider (\$1,000), Associate (\$2,000), Soldier (\$4,000). Your mobsters get promoted by earning respect (Outsider to Associate to Soldier to Capo), which they earn by defending territory from rival attacks. There are also certain cards that give a mobster respect points.

Negotiation

Play your cards in any order. Blinking red borders on a highlighted territory indicate that you can play the card there. Think carefully before you play a card. Check out the map if necessary to make sure you don't, for example, play a card to protect yourself against a family that poses no immediate threat. You can always save cards for the next round—unless a rival family steals them.

Intimidation

Move your mobsters one territory per turn, unless you played a transportation card. When you try to take over a territory, you must play a mission. If you fail, your mobster in the territory from which you initiated the attack gets demoted.

The Territory Info on the lower left shows you different information—for instance, the territory name, racket type, mobster, and mobster rank—depending on if it is a Corleone, neutral, or rival territory.

After you make your moves, the rival families get their respective turns. Then the police carry out their raids. Access the Map screen in Tom's Report to see which territories they raided (look for the blinking badges).

Mob Wars Meters

You should always be thinking about how you're going to take down the other families. That's a key to gaining power in the Corleone Family, and to the Corleone Family gaining power in New York. Nobody's saying it's going to be easy—when you try to take over another family's business or racket, you threaten their livelihood. They don't like that.

A major part of the strategy of Mob Wars is balancing your three Mob Wars meters: Vendetta, Fortification, and Heat. Play the right cards to lower your vendetta and heat levels and raise your fortification level. Strategically attack territories based on your balance, striking at rivals' weak spots and defending your own vulnerable turf. (Remember, this information is always available by visiting Tom's Report.)

Vendetta

When you do business in the mafia world, there are bound to be some casualties. Taking enemy territory often means offing a couple of mobsters. While killing members of rival families gains you respect, it also increases your vendetta level.

If you go into a situation with a rival family with guns blazing and leave a trail of wasted enemy soldiers in your wake, you'll spike your vendetta level with that family. Then you'll find yourself fending off a lot more attacks by that family in Mob Wars mode. Approach things more strategically and you'll find it much easier to conduct your affairs.

Fortification

The name of the game is territory. Build up your fortification against the rival families to better defend the Corleones' turf. The families with territories right next to yours pose the biggest threat, but even more remote families can attack you as well.

Heat

If you tick off the cops, your heat level goes up, which makes it more difficult for you to go about your business. Icing a civilian, attacking a cop—these are all things the police don't like. The higher you raise your heat level through your brazen criminal actions in Story mode or during Mob Wars, the more likely you are to be targeted for police raids and increased police presence during missions in Mob Wars.



STORY MODE

Being a mobster isn't just standing around looking tough: you've got a job to do. Your missions take you all over New York, from the swankiest clubs to the scummiest back alleys.

NOTE: Press the **SELECT** button to view your current mission objectives.

As you progress through the story, the Mission Select screen updates to the current mission.

☑ It's a good idea to save your game before you start out on a mission—you cannot save your game in the middle of one.

Pause Menu

Press the **START** button when in Story mode to access the Pause menu, from which you can **RESTART** the current mission, choose **OPTIONS** to change Game settings or view Controls, or **QUIT** to the Main menu.

CAREER PROGRESS

After you complete a mission or finish a round of Mob Wars, review your progress towards becoming Don of NYC, including your rank progression in Story mode and your conquest of rival families in Mob Wars mode.

From the Career Progress screen you can save or quit your current game or access the following options and screens:

- | | |
|---------------------|---|
| Play Now | Choose to play the next Story mode mission or take care of business in Mob Wars mode. |
| Tom's Report | Review the balance of power on the Family screen, your current cards on the Hand screen, which long-term cards are in effect on the Cards screen, your profile on the File screen, or the Map of NYC. |
| Skill Up | View your skill levels and apply available skill points to the various categories. |
| Blackmarket | Purchase ammo for guns you own as well as explosives to help you in your missions. You can also purchase weapon upgrades you unlocked in Story mode and Mob Wars. |
| Options | Set game and audio options and view the controller configuration. |
| Save Game | Save your game to a Memory Stick Duo. It's wise to save your game between missions or Mob Wars rounds so you don't lose your progress. |
| Extras | View film clips that you've unlocked by completing Story missions. |
| Quit | Abandon your game progress and return to the |

Main menu.

Rank

Complete the Corleone jobs to develop your story in the game and work your way up in **rank** within the Corleone Family. Start as an Outsider, and, if you're good enough, you can achieve the rank of Don.

The ranks in order are Outsider, Associate, Soldier, Capo, Underboss, and Don of NYC.

RACKETS AND BUSINESSES

Forget the Big Apple. Think of New York as a big pie, with each of the Five Families owning a slice. Your goal is to take everybody else's slice for the Corleones.

Businesses

There are plenty of legitimate businesses in NYC, and they need protection. That's a service you offer. If you explain this to a merchant and he doesn't see things your way, try demonstrating to him just what type of mobster they might need protection from—mobsters that might rough up their cash registers, displays, or them. Usually they come around pretty quickly. Once you've got a business under your wing, the owner pays you for Corleone protection.

Rackets

Some businesses serve as **fronts** concealing illegal activities like gambling and explosives. After you've got a business under your protection take a peek into their back room. There may be a racket back there for you to take over. The concept is the same as with businesses: convince the **racket boss** that he's better off working for the Corleones, and you'll get a cash payment.

Take over rackets and line your own pockets while hurting the other families. Now that's good business.

Weak Spots

Earn bonus income by exploiting business owners' and racket bosses' weak spots. Every owner/boss has one—the trick is finding it. Some people respond to threats of violence while others are tougher and require you to actually inflict violence on them (or their customers). Get creative to find the weak spot.



THE FIVE FAMILIES: PROFILES IN CRIME



Corleone

Don Vito Corleone's family controls the Little Italy area of Manhattan. Corleone businesses and rackets have come under attack by the other families recently, but the family has so far managed to hold on to its territory thanks to Don Vito's strong leadership.



Tattaglia

The Tattaglias are a low-class organization operating in Brooklyn. More than any other family, the Tattaglias are not to be trusted—much less respected. If you're going to take over all of New York, Brooklyn would be a good place to start.



Stracci

New Jersey is on the periphery of the New York mafia scene, but under the Straccis its influence is on the rise. These psychopaths give the mafia a bad name.



Cuneo

You don't get by in Hell's Kitchen without being tough. The Cuneos don't have a lot else going for them—a few gambling operations, some prostitution, plus a busy weapons trade—but what they do have they're determined to hold on to.



Barzini

Welcome to Midtown. The Barzini's operations here include a bunch of real moneymakers. With that kind of wealth comes great power, meaning you're going to have your work cut out for you if you want to move in on Barzini turf.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

Package Design: Concept Arts

Developed by Page 44 Studios

Game software © 2006 Electronic Arts Inc. Electronic Arts, EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved.™, ® and © 2006 Paramount Pictures. All Rights Reserved. All other trademarks are the property of their respective owners. EA™ is an Electronic Arts™ brand.